

# Borzoï

Boris "Borzoï" Matyushenko

Brawling:	<b>Ex(+4)(30)</b>	Reputation:	<b>Gd(+1)(10)</b>
Agility:	<b>Ex(+4)(30)</b>	Health Points:	<b>90</b>
Strength:	<b>Gd(+1)(10)</b>	Story Points:	<b>50</b>
Endurance:	<b>Ou(+3)(20)</b>		
Willpower:	<b>Gr(+2)(15)</b>		
Intelligence:	<b>Gd(+1)(10)</b>		
Perception:	<b>Gd(+1)(10)</b>		
Resourcefulness:	<b>Gr(+2)(15)</b>		

## Powers

### Sense Psychics: Ex(+4)(30)

Borzoï can identify people with Mental powers, but only when they use those powers against him (Ou limitation).



### Combat Mind: Ph(+5)(40)

Boris can shift his mind into an enhanced state of awareness and accelerated processing that he calls his "combat mind." In this state, he unconsciously assesses the known capabilities of his opponents, predicts their most likely moves, visualizes the consequences of his potential responses, and calculates his best possible course of action. His mind recalculates all the known variables in an ongoing battle from moment to moment. Besides contributing to his high levels of Brawling and Agility, this state of mind gives him **Ph(+5)(40)** Perception in both hand-to-hand and distance combat. He ignores all penalties for range in distance combat, and he can deliver a knockback, knock out, or critical hit even when no damage is done. In addition, he has developed the following feats:

#### Split Mind / Computer Mind: Ex

Matyushenko can splinter off portions of his mind like a computer running parallel processes, allowing him to work unconsciously on up to four separate mental problems "in the background", using the same rules as computers, while his conscious mind attends to more immediate matters. This ability doesn't work in the middle of combat, when Boris uses all his mental resources for staying alive.

#### Mental Armor: Ex

Due to the unusual structure and chemistry of his brain, all mental attacks directed at Borzoï are reduced by an **Ex(+4)(30)** amount.

## Skills

**Language:** Belarusian (North-Eastern), Russian (Tver), German (Low), English (UK).

**Firearms:** (+1) bonus to Agility.

**Gunnery:** (+1) bonus when fighting with heavy weapons.

**Knowledge:** Military History.

**Knowledge:** Game Theory.

**Mechanic:** (+1) bonus to repair gear.

**Profession:** Security Consultant.

**Survival:** Arctic, Desert, Urban.

## Gear

### 9mm Markov Pistol

Price: **Ex(+4)(30)**

- Material: **Gd(+1)(10)**, aluminum
- Range: **Ou(+3)(20)**, 400 m (1,200 ft)
- Damage: **Cm(0)(6)**, sharp
- Shots: 8
- Silencer: (-1) penalty to being detected

**Throwing Knife**Price: **Gr(+2)(15)**

- Material: **Gd(+1)(10)**, steel, sharp
- Range: **Dr(-3)(1)**, 20m (60ft)
- Damage: **Gd(+1)(10)**, sharp
- Shots: 1

**Mobile Phone**Price: **Dr(-3)(1)**

- Signal Range: **Wk(-2)(2)**, 4 km
- Requires a telecommunications network

**Mechanic's Tools**

- (+1) bonus when using the Mechanic skill in the field.

**Contacts****Vasil Voychenko: Cm**

Boris' representative, accountant, secretary, driver, cook, and all-around helper. Vasil handles his contracts, billing, and occasionally even impersonates him online.

**Pyotr Bykaŭ: Ou**

A fellow Afghanistan veteran turned arms dealer, who keeps him stocked up on weapons and tactical gear.

**Svetlana Zvierava: Gr**

Matyushenko's ex-girlfriend, a former combat pilot who now runs a charter flight service.

**Description****Appearance**

Boris Matyushenko is a human male in his mid forties, about 191 cm (6 ft 3 in) tall and weighing about 120 kg (265 lbs), with a hard, lean build. He has pale skin, intense green eyes, and sports a tangle of salt-and-pepper hair hiding a web of scars that circles his scalp.

**Background**

Boris Matyushenko is a Belarusian citizen, a legal adult with no criminal record, but with sizable dossiers in several security bureaus across Europe and the former Eastern Block.

Boris earned his nickname, "Borzoi" ("Swift") in the early days of his military service, when his comrades realized how quickly he could size up and respond to tactical situations. Unfortunately for Matyushenko, he hadn't yet learned back then how to translate his skills to military politics. After offending one too many superior officers—the last by dating his daughter, Svetlana—Boris found himself deployed to Afghanistan.

A year into his tour, Matyushenko awoke in a medical transport, sole survivor of some type of nerve gas attack on his unit, facing progressive nerve degeneration and six months to live. Boris thought he was going home to die, but Svetlana had pulled some strings, and instead he arrived in Siberia, at a secret research center run by the mysterious Crèche. They claimed to be working on experimental brain therapies, so he agreed to every procedure they wanted to try.

Recovering after one surgery, Matyushenko noticed that his hands, which had taken to shaking, didn't. He also found himself saying, "Why is there a young girl named Yekaterina in my head?" In an instant, Boris learned many Crèche secrets, plus one they hadn't known. The Crèche wasn't out to find cures so much as make psychic soldiers, and a real psychic was already hiding among them, ready to destroy them. His revelation caused a commotion, and fire fights, and explosions, all of which he chose to avoid, leaving in the confusion with his new brain to go start a new life for himself.

**Notes**

**Home Base:** Berlin.

**Character points:** (2,752 - 10 in limitations =) 2,742

**Unused Character Points:** 8 (built with 2,750 points)

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This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.